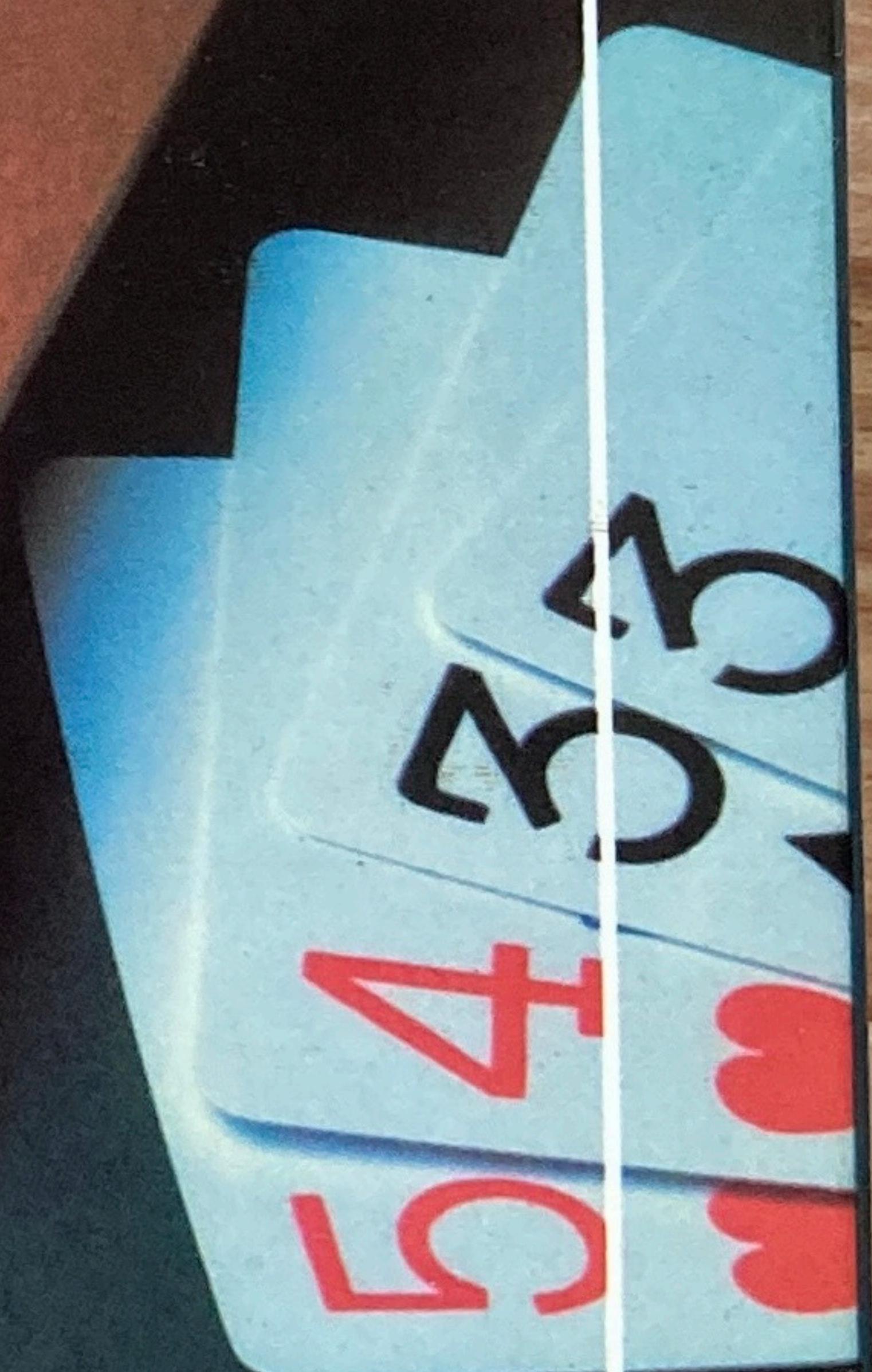
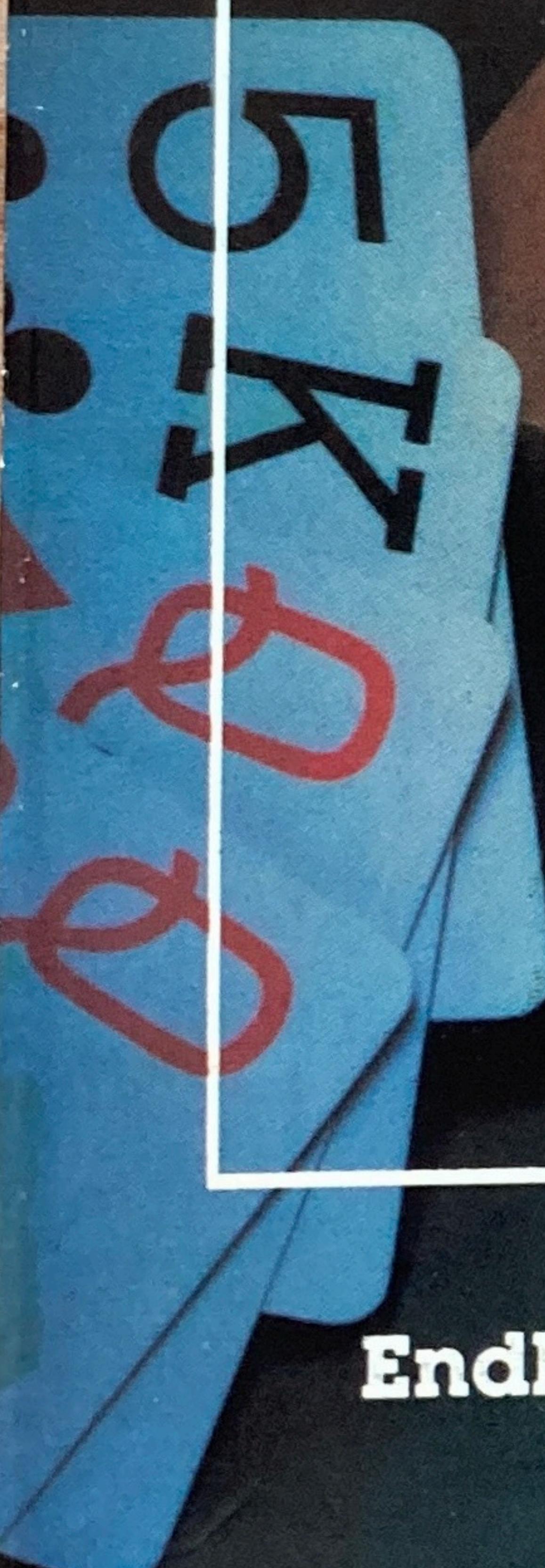
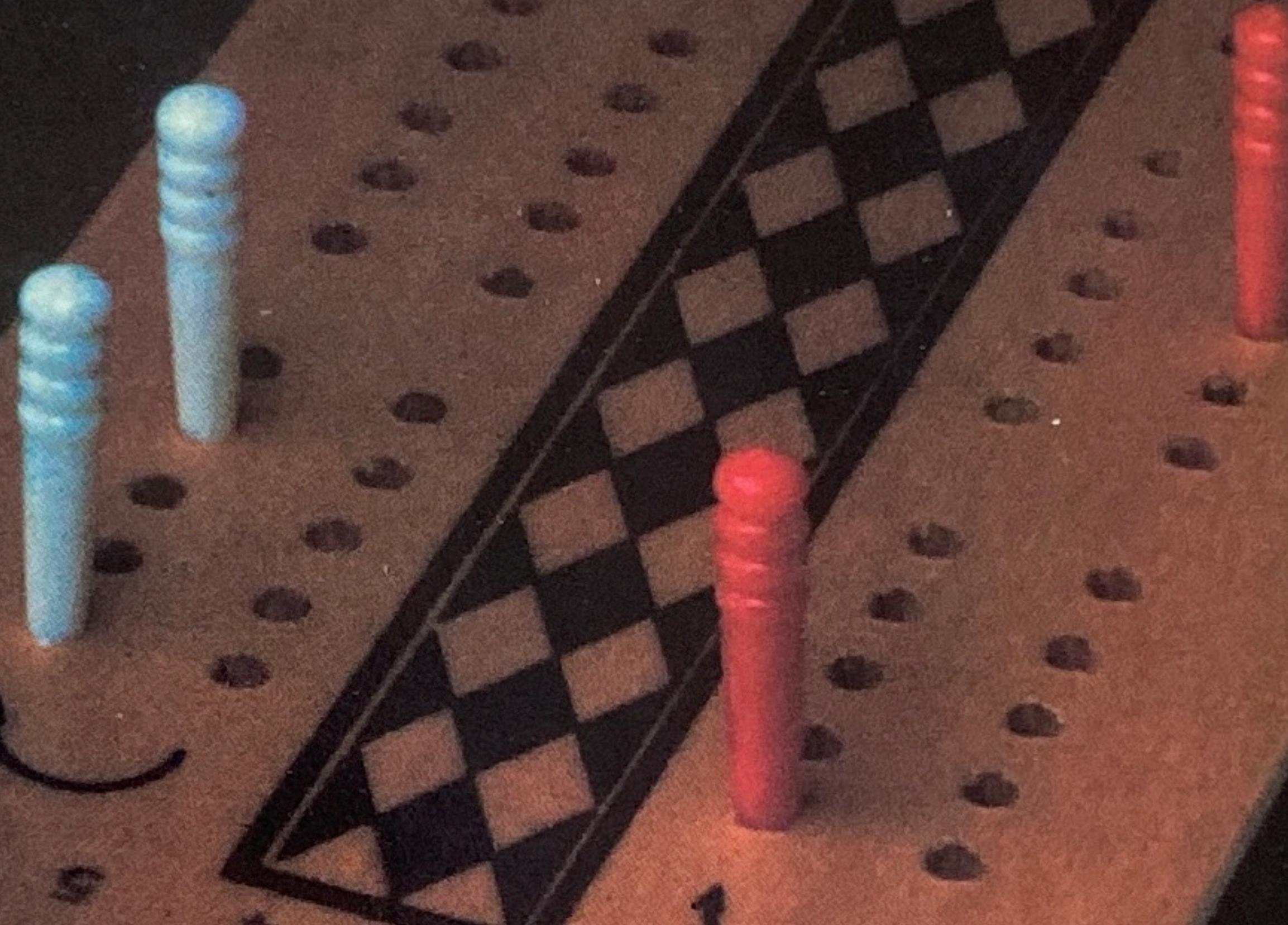


# KING CRIBBAGE



**Endless Fascination In a Timeless Game**

A classic card game by Randi J. Rost

**HAYDEN SOFTWARE**

Apple II  
II Plus, //e  
Disk 48K  
11509

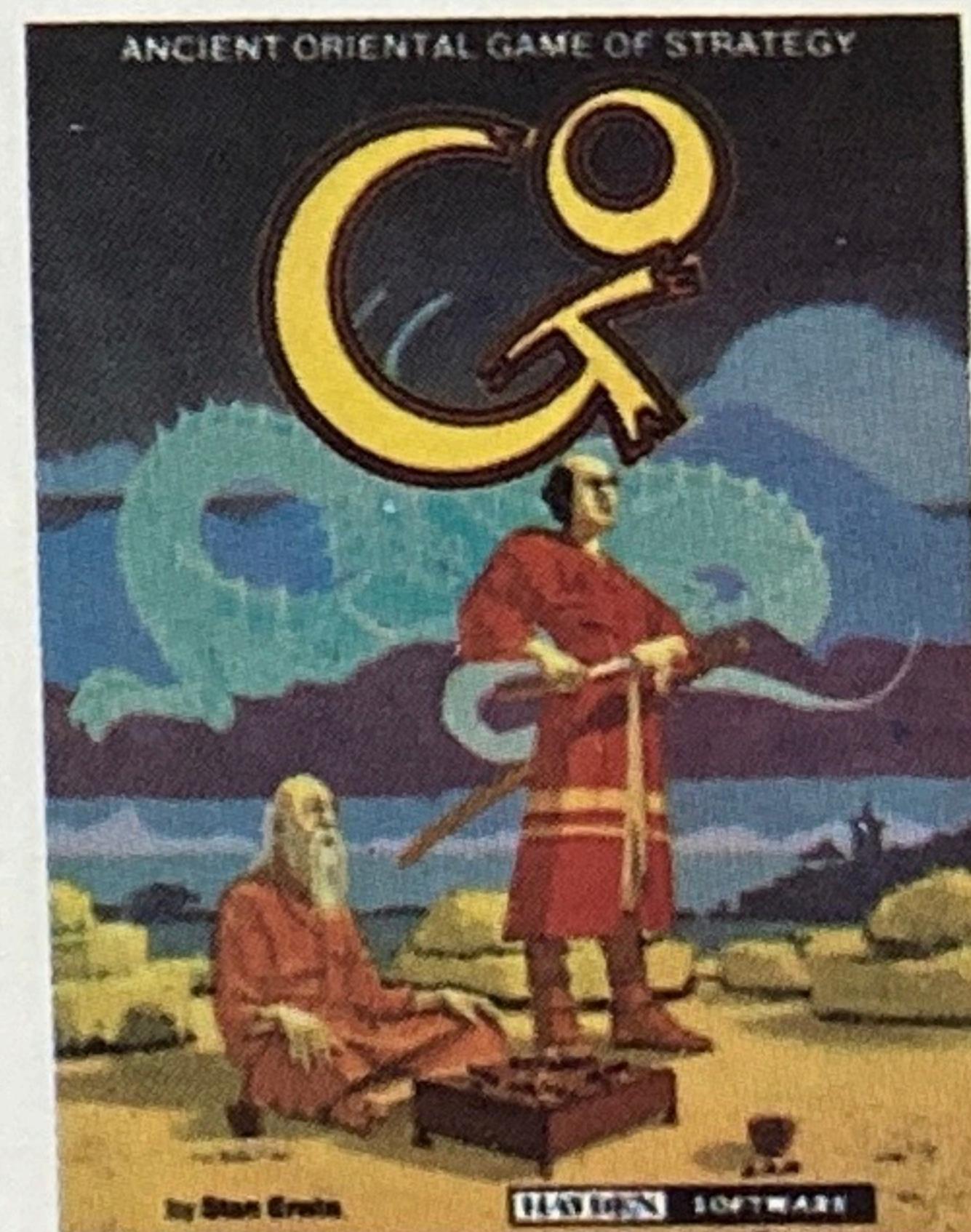
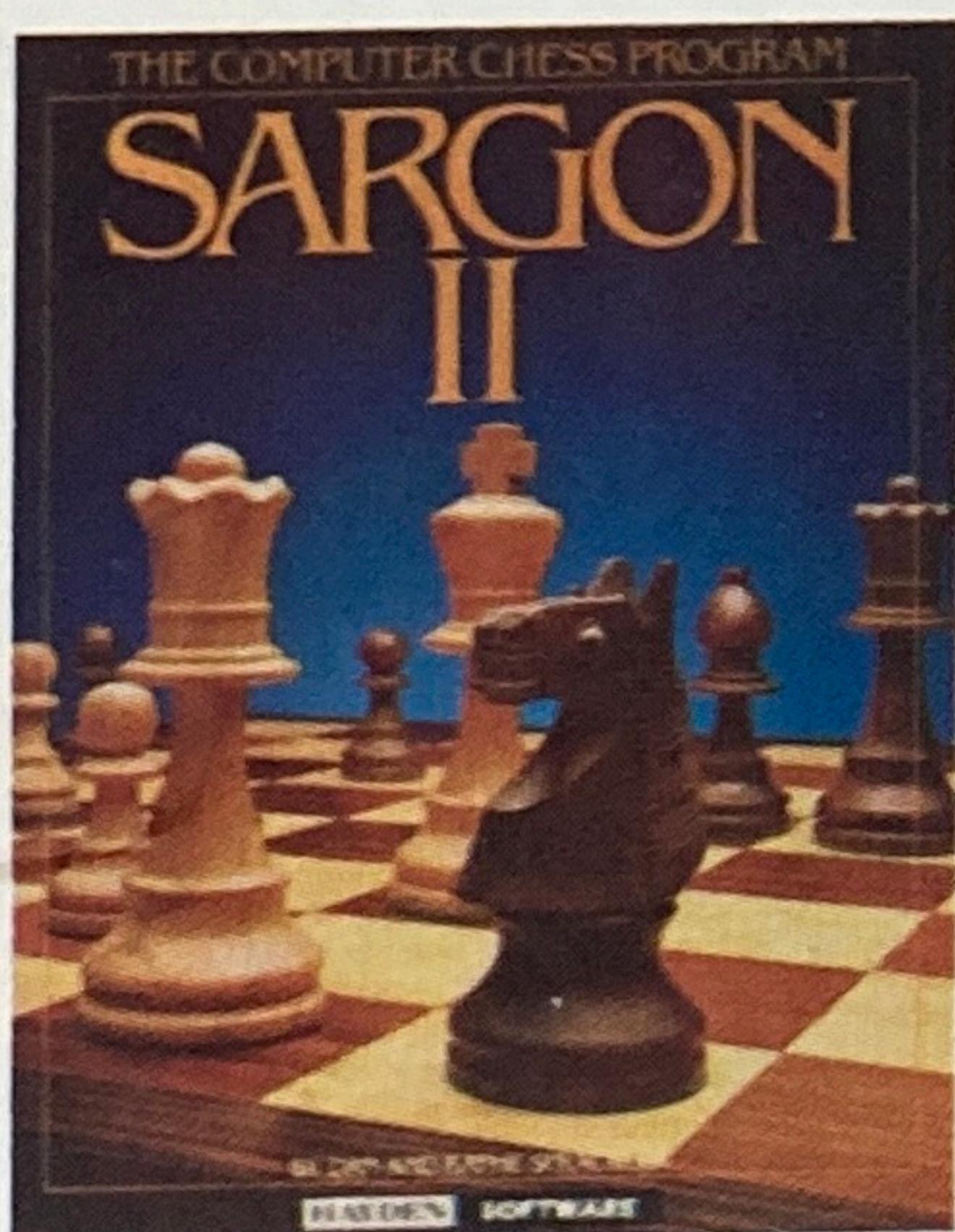
## KING CRIBBAGE: Fun for beginners and experts alike!

Cribbage, a card game popular for centuries, has been brought into the computer age by Hayden Software. This is six-card cribbage at its best, and played between two worthy opponents: you and your computer. All of the features are here in KING CRIBBAGE: cutting for the deal, pegging in play, the show, the crib and an explanation of the scoring for beginners.

KING CRIBBAGE uses an S-shaped board with the traditional 121 holes for scoring. The game is played with a standard 52-card deck and points are scored in strict order: "his heels," pegging in play, non-dealer's hand, dealer's hand, crib. KING CRIBBAGE will even play "Muggins" and allow you to score your own hand. But beware! The computer never overlooks a point and will take any that you miss!

Another classic game from Hayden Software. Look for more at your favorite dealer.

You'll also enjoy these other classic games from Hayden:



*Hayden*

Hayden Software Company, 600 Suffolk Street, Lowell, MA 01853

# KING CRIBBAGE

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KING CRIBBAGE



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# KING CRIBBAGE

Cribbage, a card game for two or four players.  
This is a simplified version of the classic  
card game of cribbage, designed for the  
computer age. It's fun to play alone or with  
friends.

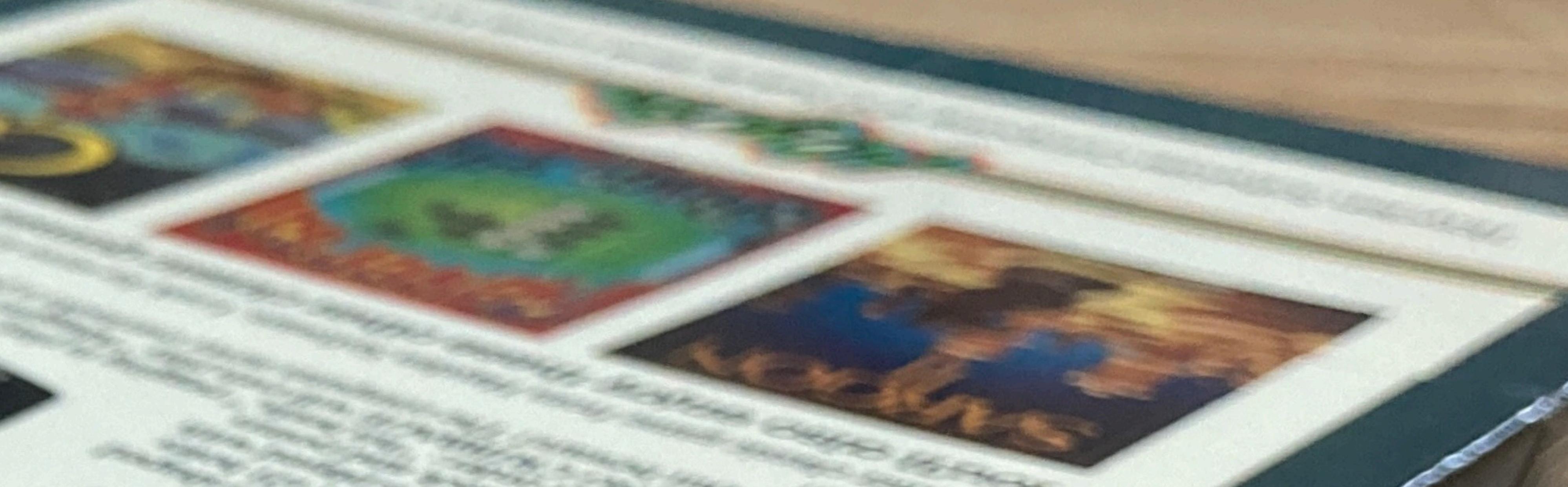


1980

KING CRIBBAGE. Fun for two or four players.  
This is a simplified version of the classic  
card game of cribbage, designed for the  
computer age. It's fun to play alone or with  
friends.

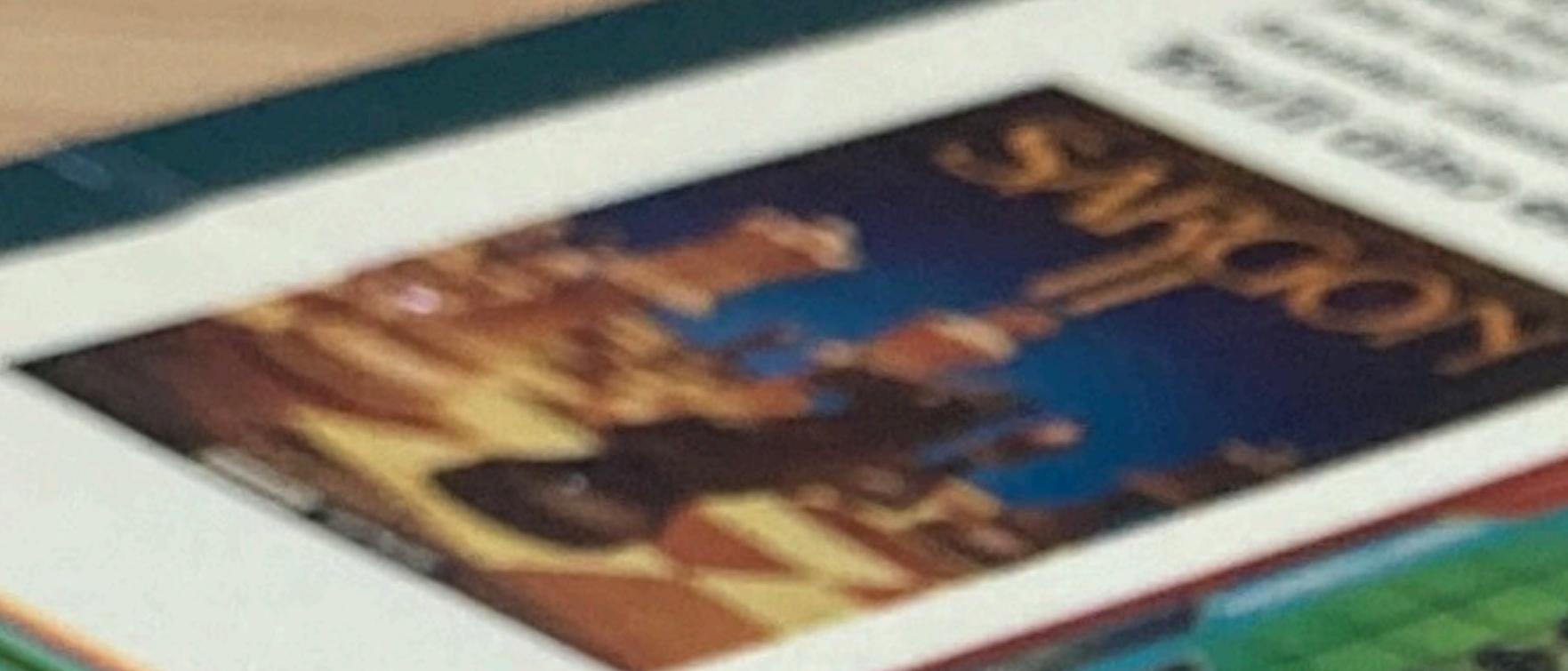
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card game of cribbage, designed for the  
computer age. It's fun to play alone or with  
friends.

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# KING CRIBBAGE

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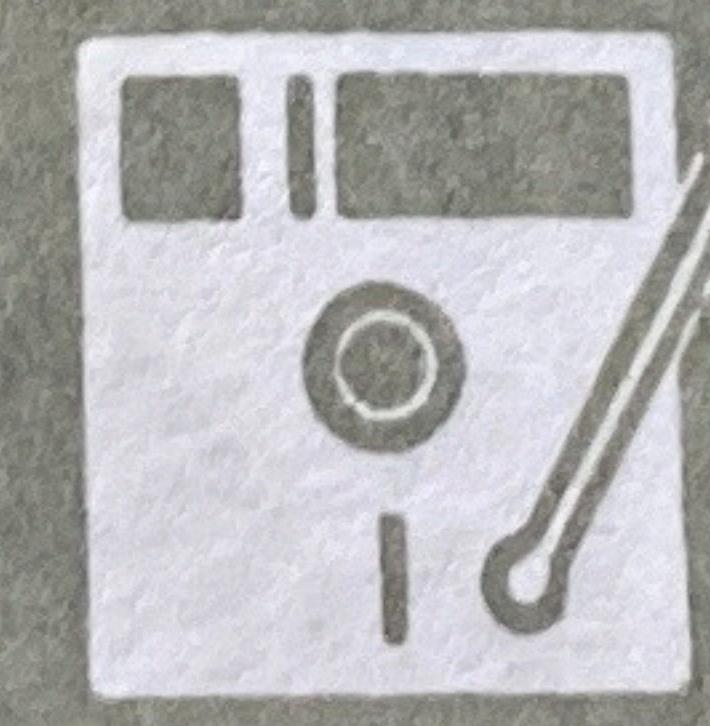


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10°C—52°C  
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R.H. 8%—80%



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## Fascination In a Timeless Game

A classic card game by Randi J. Rost

HAYDEN SOFTWARE

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Traditionally, cribbage has been played with boards that enable players to keep track of their scores by advancing pegs in holes. KING CRIBBAGE uses a snake-shaped board that works the same way. The cribbage board begins at the left and ends 121 holes later at the right. Your peg will follow the track that begins on the right, and the computer's peg will begin on the left.

Once the cards are dealt, your cards will be displayed face up at the bottom of the screen. The computer's cards will appear face down at the top of the screen.

### CUT FOR DEAL

The first message will appear at the bottom of the screen:

HIT A KEY TO CUT CARDS...LOW CARD DEALS.

Press any key, and the computer will display the card which you cut. Then it will show its own cut card after displaying:

MY CUT...

Low card (with Ace being low) wins the deal. An asterisk will appear just beneath the computer's cards if the computer is the dealer and just above your cards if you are the dealer.

The computer will prompt:

NOW SHUFFLING THE CARDS...

Then six cards will be dealt to each player, dealer last, face up on your side of the table and face down on the computer's side. The remaining cards in the deck will not be shown.

### THE DISCARD

After the cards are dealt, each player must discard two cards apiece. These four cards will make up the "crib," a four-card hand later scored by the dealer. The computer goes first, displaying the message:

HMM...WHAT SHOULD I KEEP?

The computer then gets rid of two of its six cards. These cards go into the "crib."

Now it is your turn to discard. A new player should see the "SCORING" section earlier in this booklet to help him or her decide what to keep. The screen will display:

DISCARD 2 CARDS TO THE CRIB. POSITION  
THE CURSOR UNDER A CARD AND PRESS RETURN

Move the cursor to the right or left (using the arrow keys at the far right of your keyboard) and position it under the card you want to discard, then press RETURN. Repeat the process for the second card. Each of these cards goes into the crib also.

Now the crib is "full." It contains the two cards the computer discarded and the two cards you discarded. It is, in other words, a third hand containing four cards. For now, the crib's contents will not be shown. Later on, however, after both players' cards are melded, points in the crib will be scored by the dealer. So be careful what you give the crib!

After the discard, the non-dealer cuts the deck. If you are the dealer, the computer will prompt:

MY TURN TO CUT THE CARDS...

If the computer is the dealer, the screen will display:

PLEASE PRESS A KEY TO CUT THE CARDS.

Press any key.

In either case, the card that is cut—known as the "start"—is placed face up on the stack. It will remain there during play. If the start is a Jack, the dealer scores "two for his heels," and the dealer's peg will be advanced two "holes" on the cribbage board.

### PLAYING

Now the play begins. The non-dealer goes first. If the computer is the non-dealer, it will play a card by placing it face upward at the right end of its card area. Then this message will be displayed:

TOTAL IS x. TYPE GO OR SELECT PLAY BY  
USING ARROW KEYS AND PRESSING RETURN.

If you are the non-dealer, you will receive the message shown above (with a zero total) after which you must play the first card. You play by positioning the cursor, using the arrow keys, under